LICENSED BY NINTENDO®
FOR PLAY ON THE

Nintendo
ENTERTAINMENT SYSTEM®

NES-Y3-USA

GHOUL SCHOOL

INSTRUCTION BOOKLET

T

that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

This game is licensed by Nintendo for play on the

Nintendo
ENTERTAINMENT
SYSTEM®

Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.

Thank you for purchasing Electro Brain Corp.'s original haunted high school thriller GHOUL SCHOOL for your Nintendo Entertainment System. We recommend you read the following instructions carefully. You will enjoy it. We fear that if you ignore such a warning you will find yourself not only hopelessly lost, but quick to realize the nightmarish truth that you've been locked in your high school surrounded by phantasms as well.

PRECAUTIONS:

1) Do not touch the game pak's terminal connectors. Keep them free of dust and moisture.

2) Store your game pak at room temperature. Avoid extremely hot or cold temperatures.

3) Do not clean with paint thinner, benzene, alcohol, or other such solvents.

4) Avoid subjecting your game pak to shock. Never attempt to open or dismantle it.

WARNING:

DO NOT USE WITH FRONT OR REAR PROJECTION TV. Do not use a front or rear projection television with your Nintendo Entertainment System® ('NES') and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Electro Brain Corp. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY — READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

TABLE OF CONTENTS

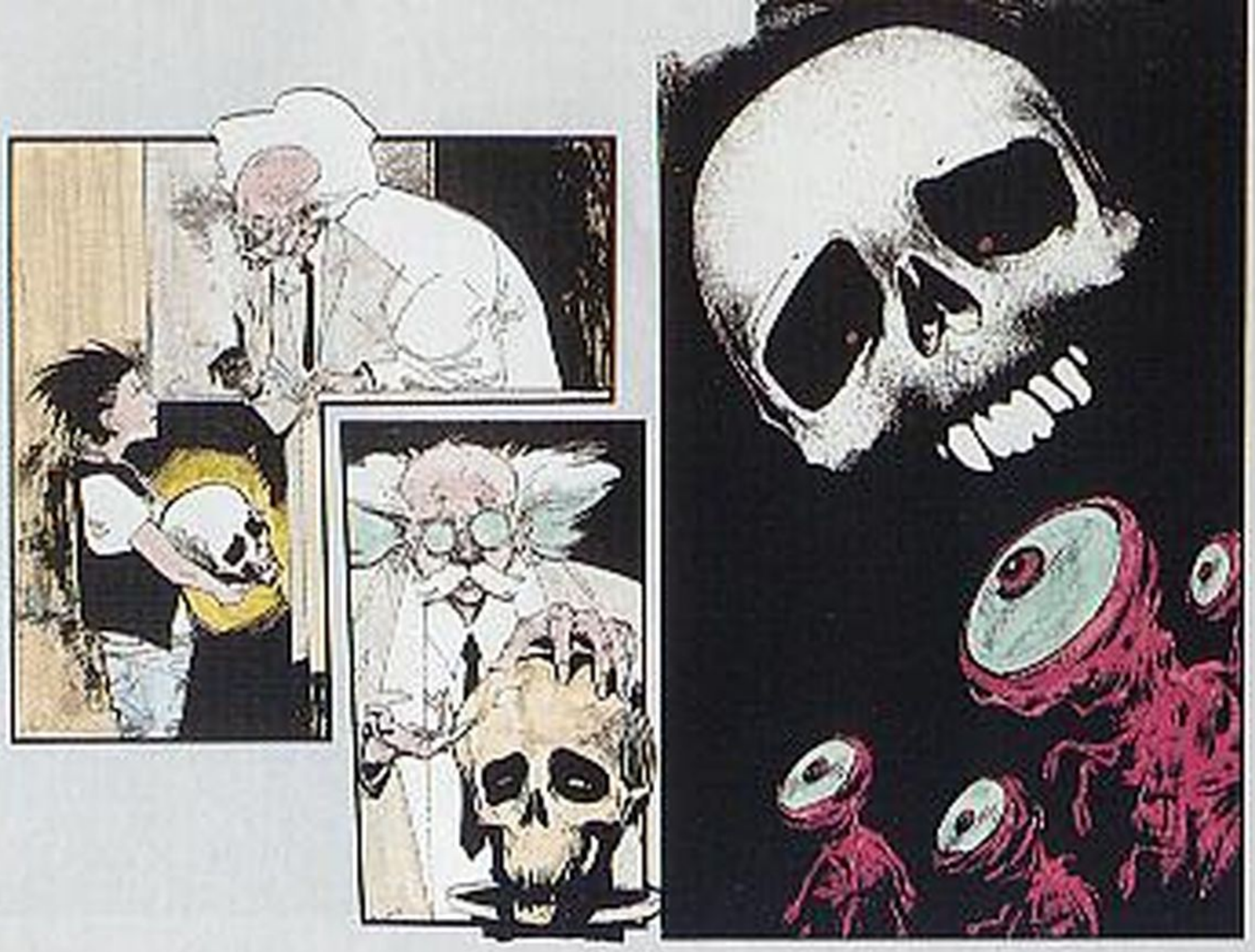
Introduction (story comic)..... 7
What Ya Gonna Do? (How to play)..... 16
The Insides of the Terror 18
The Incredible Subscreen..... 21
Weapons & Shoes 22
Power Up Items and Tricks..... 25
The Cast of Characters..... 26
Course Obstacles..... 33

Design/Direction: Thom Kidd
Illustration: Mike Dringenberg

Circa Halloween 1991 . . .

One day Spike O'Hara, senior of Cool School High was walking home from school. The date: Wednesday, October 29, 1991. As he was accustomed to, Spike cut across the local cemetery which provided a short cut home. As he entered, a gleam caught his eye. Spike walked over for a closer look and when he found the source, he was astonished. There sat at the base of a grave a skull. Spike stooped down, unearthed the skull and discovered it was engulfed in psychedelic glow. A storm front suddenly blew in and Spike was caught in it. He decided to bring the rare skull to anatomy class the next day. He scooped it up, put it in his backpack and headed home.

The next day, Halloween eve, Spike showed the skull to his teacher, Dr. Ernest Femur. The doctor was so impressed, he asked to keep the skull for special study. Spike agreed, but he was worried because the skull was twice as big as it was the day before and it glowed more than ever. He thought the skull was laughing at him as the doctor placed it on the pedestal. Outside, the storm raged on. This entire episode disturbed him, but he shrugged his shoulders and with the doctor, left the room. Once alone, the skull transmitted a message to the realm of the dead. The ghouls had begun their assault.



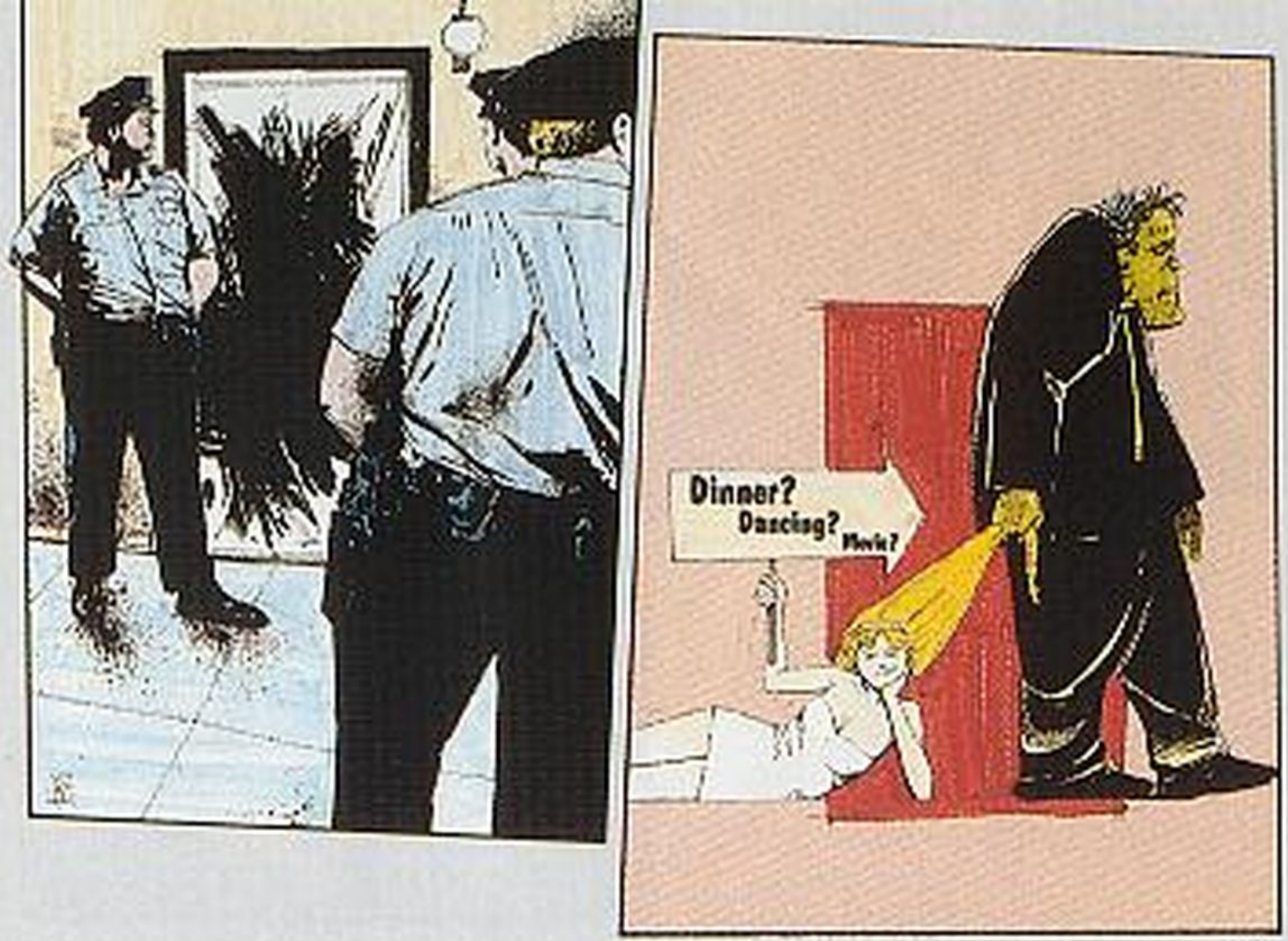
66
10
21
S

Spike's concern of the day, however, was finding a date for tomorrow night's annual Halloween dance. The only person to cross his mind was Samantha Pompom, the beautiful head cheerleader. But alas, she had already been asked. To make things worse she had a date that night with a mysterious unknown named Frank. He was totally bummed out, so he slipped quietly out of the building and headed home. That night Spike dreamed of clouds darker than coal dust descending on Cool High. He was haunted by laughter. He dreamed of ghoul teachers and a rescue of a girl. There was an immense bolt of lightning, a crash, a scream and hurried footsteps. Shadows entered the school. Spike at home asleep heard or saw nothing.

Spike awoke that Halloween morning to terrible news, his dream girl Samantha had been kidnapped, and she was last seen with a lumbering hulk in the vicinity of the school. She was being held there. Spike would go to rescue her.

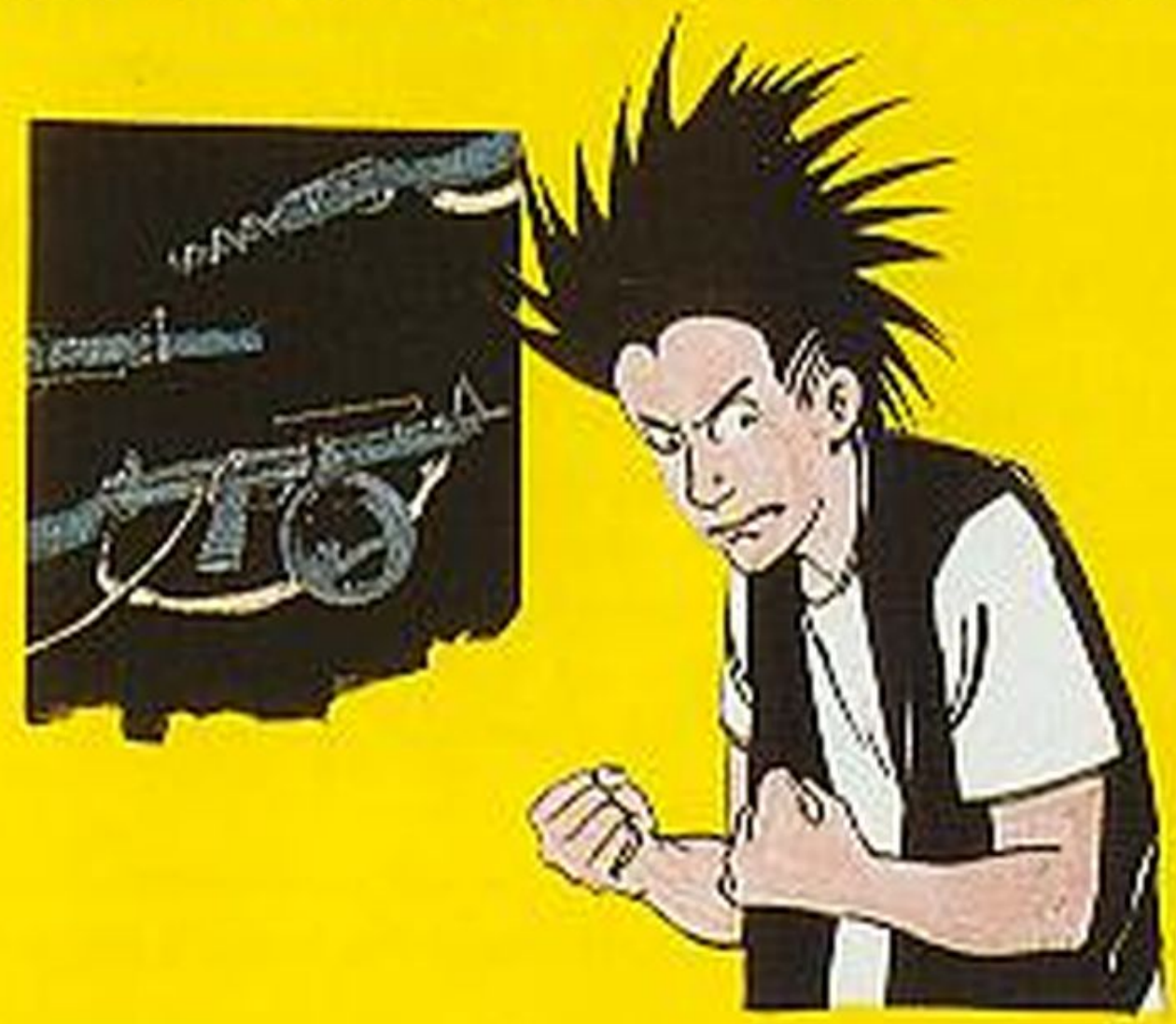
By now the school was enveloped by a glow. Spike watched football player after football player enter the school to attempt a rescue but none ever returned.

Reports rolled in about a "haunted school." Spike watched the city's most popular exterminators pull out massive equipment and enter the school with it. They were the Spirit Ridders Task Force. They too, along with their equipment, never returned. If even the Spirit Ridders were not to return, then who would? Where was all of their "ridding" equipment.


Dinner?
Dancing?
Movie?

Finally, Spike could sit no longer. Could there be a link between Samantha's disappearance and the activities in the school? It was time for Spike

to take matters into his own hands. Spike braved the storm and entered the school. As he entered the school a voice called out "Come to me my pupil, I am the Ghoul Master—Come to me and see what is mine—Haaa! Haaa!" The double doors slammed shut behind Spike and locked. Suddenly surviving high school had taken on a whole new meaning.



WHAT YA GONNA DO?

Insert your Ghoul School game pak into your Nintendo Entertainment System. Make sure the power is on.

As the title screen appears you will witness the haunting spectacle of the doom cloud hovering above Cool School. Then, with a flash the evil spirits invade the school as the clap sounds from the evil clouds thunderbolt.

As you know, the nasties have been gathered by the mysterious skull, kidnapped Samantha and taken over the school. The only thing worse than this chain of events is that it is Halloween.

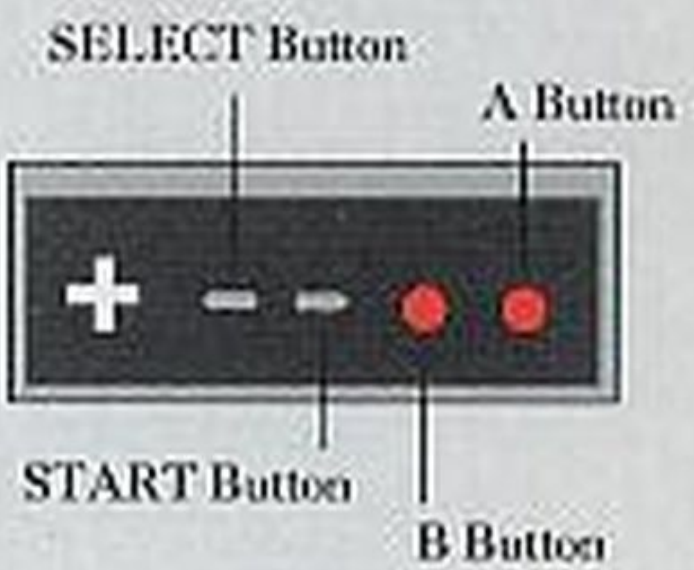
Your objective is, of course, twofold. As Spike O'Hara, the mousse styled, smartalec senior of Cool High, you must vanquish the doom cloud transporter by destroying the phantasms that rule the school. Your second objective is to rescue your dream girl, the kidnapped captain of the cheerleading squad Samantha Pompom from the hideous King Cornea the Ghoul Master. He'll do everything in his unearthly power to prevent you from surviving high school and meeting the objectives. Suddenly, surviving high school has taken on a whole new meaning.

Since there is only one player allowed to enter the school; only one level of difficulty to choose from and the futures of Cool High and Samantha hang in the balance, the only

decision for you to make is to (succeed where everyone else failed)—enter the school and vanquish the terror.

You have no choice, you must enter the Ghoul School.
Note: To enter the school, press start.

When Spike enters the school, the double doors behind him lock. He is now ready to begin his adventure. Spike has no way out of the school unless the objectives are met, or "gulp" he doesn't survive high school.



To move Spike around so he can become oriented with the school you need to press . . .the directional control pad . . .

- RIGHT (to make a right move)
- LEFT (to make a left move)
- DOWN (to descend stairs)
- A BUTTON - for jumping
- B BUTTON - to activate your secret ugly fighting weapons
- START BUTTON— Press this to call up the weapons/shoes subscreen (more on this later.) The game is paused while the menu is on the screen. To return to the game press start a second time.

(Select button has no function in this game.)

THE INSIDES OF THE TERROR

When Spike enters the school, he will find himself in the foyer. As he moves right, he will proceed to the hall. In the hall Spike comes across his first room, a row of lockers and his first confrontation.

On the top of the screen Spike's necessary information is printed. Keep a close eye on it because it shows his . . .

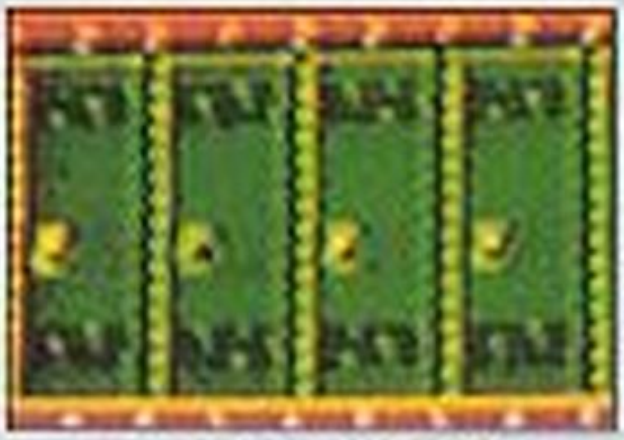
- life meter
- where you are in the school
- what weapon you are using
- points
- what room number you are in
- enemy's power meter

Note: Spike will begin the game with 5 lives.
Each time the life meter drains to zero, Spike will lose a life.
When Spike loses all five lives the game is over.

During the course of the game Spike will encounter much more than just enemies. Such encounters include lockers, elevators, stairs and doors. Of these objects, lockers and elevators are the most fun for Spike.

LOCKERS — These can be fun for Spike. He's always loved to shove little freshmen into them, and now he can do it to himself by standing in front of the locker and pressing the up button. (To get out release the up button.)

Now you see Spike . . .



Now you don't!

ELEVATORS — These are necessary to advance through the levels of the school. Watch out though, there is a hefty guardian watching it. You need to find a way to clear him out. But how?

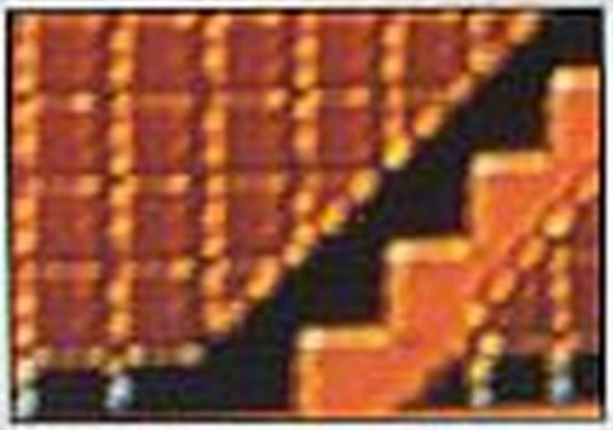
Oh, Spine Tingler!

All aboard!

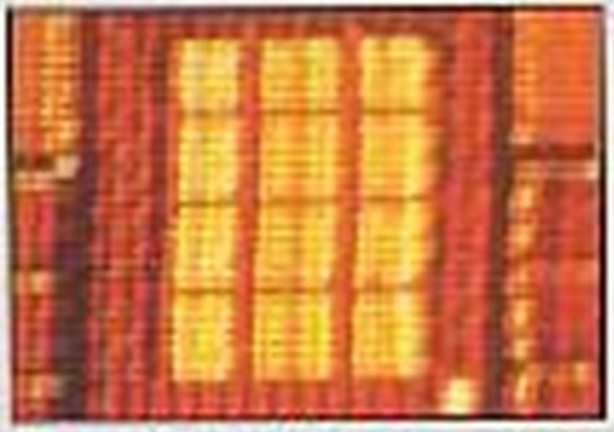
Which floor, Mac?

STAIRS — These will take Spike to different floors in the school. Watch out for the squeekees, they love to attack the stair bound traveler.

DOORS — There are two types of doors in the school. Those that are locked and those that are unlocked. To open the locked doors you need to defeat the . . . oops, can't give that one away.



Go climb 'a flight



What's behind door #3?

THE INCREDIBLE SUBSCREEN

The subscreen can be very valuable when Spike becomes entangled in very sticky situations. The subscreen holds the various weapons and special items Spike owns to complete his quest and survive high school.

Press the start button to call up this screen (when finished using the subscreen press start again). To select an item press the control pad in the direction of the object you would like to use. Spike can combine any weapon with any pair of shoes he wishes, but Spike can only use one weapon at a time and wear, obviously, only one pair of shoes at a time.

- Weapons
- Shoes
- Mystery Item

Note: If Spike is lucky enough to find the suction cup shoes he needs to know how to use them. Press up while jumping to flip Spike over. If it is executed properly Spike will then stick to the ceiling provided he was close enough to it when he jumped—Hint!

WEAPONS & SHOES

Here is a list of all the special items Spike can use to deghoul the school and defeat the Ghoul King.

WEAPONS (all worth 1,000 points):

BASEBALL BAT — Spike begins the game with this. The bat has small but fairly adequate attacking power for the early stages of the game. The bat can also be very useful for finding hidden items? How? That's a secret too!

TOWEL — Stronger attacking power than the baseball bat. When Spike gives the towel a whip, its extra reach gives an added attacking bite.

DEWEYTRON —The first of three anti-ghoulie guns, dropped by the Spirit Ridders, that will vaporize the baddies back to Halloween nightmares.

DIGESTARAY — An anti-ghoulie gun of the second degree that packs a harder punch than the Deweytron. Its sliding firepower is extremely effective against floor bound enemies. When Spike holds this weapon the baddies are easier to stomach.

SICKLE — If Spike can get this weapon he'll possess the cutting edge of ghoul busting.

SPINAL ZAP — One of the most powerful weapons of all. One pop of this brings shocking results. It'll spark up any ghoul's future.

SANDWICH — A very unique weapon for the very unique hero. Great for food fights and hungry monsters!

EMBALMING FLUID — What could be better than to entreat a nasty with various chemicals to keep him from causing more decay? Very powerful weapon especially against the living dead.

GAMMA GUN — The third and most powerful weapon in the assortment. Unfortunately it's also the most protected and the best hidden. This will bring most spacy creatures down to earth.

NOTE: Spike can attack enemies even while he's running away. Use the baseball bat or the towel, swing them backwards then forward. Any enemy behind Spike will be attacked.

SHOES (all worth 1,000 points):

SNEAKERS — Spike begins the game with these shoes. They have no special function except that they keep gook off his bare feet.

SPRING SHOES — These will give Spike a jump on obstacles and hard to reach places. They're difficult to find, but once you've got 'em they'll become your best friends.

SUCTION CUP SHOES — Put these on and presto — Spike can walk on the ceiling just like some monstrous fly! How can he operate these? Look back on page 21.

GREEN APPLES — An apple a day keeps the ghoulies away. Grab one of these and you'll regain two squares of Spike's lost life.

RED APPLES — These hold two times the recovery power of the green apples. The red apple will fill up any amount of lost life, but it is extremely well hidden. To find it you have to sma . . . oops, we can't tell you that.

THE GOLDEN DELICIOUS APPLE — Um, um good. This little hidden wonder can do amazing things for your life. Find it and see! It decreases the amount of enemy damage by half.

THE CAST OF CHARACTERS

SPIKE O'HARA — Our hero. All he desperately wants is to undo his disaster, find his dream girl, Samantha, and survive high school.

SAMANTHA POMPOM — Oh where oh where has our little Sam gone, oh where oh where can she be?

OPTIK — To him Spike's the biggest eyesore of all. He walks in all directions, leaps and sometimes shoots blinding tears. He's dangerous (40, 80 points)

MEDUSA'S HEAD — A beauty school dropout and it shows. Touch her bad hairdo once and it's all over. (1,000 points)

HANDS OFF — This guy will slap Spike some skin the hard way. (20 points)

SPITOON — The spitting cobra: Watch out, he spits venom! (100 points)

MOSS TOP — If Spike makes this bad boy mad enough, he'll lose his head — right at Spike. (50 points)

SQUEEKEES — Pesky little bats that desperately search for the belfry. (30 points)

BLINKY — Oh, how sweet! She must have a crush on Spike cause she'll chase him down without batting an eye. (20 points)

FRANKENSTEIN'S MONSTER — He hangs out in the locker room, walks the halls during class, has been known to start a food fight or three, and is aching for a fight to boot. He's a real discipline problem. (50, 100, 200 points)

THE GRIM REAPER — The bell in the office is tolling for Spike. She's the principal of this ghoulie high. She sits in the office with her sickle and plots to expel Spike from life. (0 points)

SLAM DUNK — These possessed basketballs think Spike's head is a hoop. (0 points)

CLEANSER AND SWEEPS — Once an ordinary janitor and a simple broom. Now this ghoulie duo rules the hall. Watch out. Sweeps the broom will mop the floor with Spike if any harm befalls cleanser. (200 points)

PUTRID — The living brains — these yucky escapees from the specimen closet want to chew Spike up and shove him in their jars. Sometimes they'll chase you! (10 points)

NOTE-ORIOUS — He's all sour, and will orchestrate a plan to sour Spike as well. (90 points)

BOOTOVEN — Disturbing his rehearsal could be the last big mistake you make. (100 points)

BOOLIP — Hauntingly beautiful flowers. (300 points)

BONEHEAD —The mysterious skull Spike found that autumn night. If Spike defeats this creep he's reached a milestone. This jabbering jaw guards the anatomy room. (1,000 points)

GREASE MONKEYS —These ace mechanics can throw a wrench in Spike's plans. (100 points)

PAR LÉ BOO — He wants the library quiet and he wants it now! (100 points)

SPECTRES — These free spirited souls float through the air ducts. (100 points)

THE GROUCHY GORE-MET — He'd love to have Spike for lunch. The monster haunter of the kitchen. (80 points.)

QUARTER POUND — The ghoulish kitchen volunteer. (20 points)

FUNNY BONES — Where is this guy? Explore and find out. (10 points)

NIBBLES — They run around the airducts and wait in hiding to nip this Spike problem in the bud. (10 points)

GREEN GOOK —Ummm — What's cookin'? This stuff oozes out of the kitchen stove and only does damage when touched. (10 points)

SPINE TINGLER — Practically the backbone of the ghoulie guards. He floats in the hall and Spike needs to find out how to budge him from the elevator. . . . That's a secret too! (1,000 points)

DUMB-BELL — This ghostly body builder will cause a ton of trouble if his workout is interrupted. He'll throw weights at Spike, like the dumb-bell he is. (100 points)

EGO — The little goblin with a super huge head. (90 points)

ADMIRAL AORTA — The guardian of the Ghoul Master. He's more than pumped up to see Spike fail. (1,000 points)

KING CORNEA AND THE GHOUL MASTER — At last, the final phantasm. He not only holds the school, but Samantha as well. Watch out — his stye ray could turn Spike's bright future into a very dim one, that is if he can be found. (1,000 points)

COURSE OBSTACLES

Don't stress, these three obstacles will not test your athletic abilities, unless of course you didn't pass P.E.

CRATES — Some pesky phantasm has stacked these throughout some of the school's halls. Spike needs to cross over these, but how?

POINTERS — If you land on these it could point to your doom.

VENTS ON ROOFTOP — What should Spike do here? (10 points)

As a message from all of us here at ElectroBrain Corp. to all of you out there — let this be a lesson to you! Never pick up a skull of any type if you should happen to find one. It could make surviving high school a little more difficult than previously suspected. Good luck and happy hunting!

LIMITED WARRANTY

Electro Brain Corp., Inc. warrants to the original purchaser of this Electro Brain Corp. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electro Brain Corp. software program is sold "as is," without express or implied warranty of any kind, and Electro Brain Corp. is not liable for any losses or damages of any kind resulting from use of this program.

Electro Brain Corp. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electro Brain software product, postage paid, with proof of date of purchase, at its Factory Service Center.

To receive this warranty:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Electro Brain Corp. Factory Service Center at 573 East 300 South, Salt Lake City, Utah 84102 (801-531-1867). When you write to us, please provide us with your phone number and a brief explanation of what appears to be wrong.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electro Brain Corp. software product has arisen through abuse, unreasonable use, mistreatment, or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ELECTRO BRAIN CORP. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ELECTRO BRAIN CORP. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ELECTRO BRAIN CORP. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

ELECTRO BRAIN corp.™

673 East 300 South, Salt Lake City, Utah 84102
Phone (801) 531-1867

Printed in Japan